

FEAR AGENT™

ROUTINE EXTERMINATION

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The crew is approached by a representative of a Henrovian mining concern with a job offer. The Henrovians' orbital mining array has been overrun by malfunctioning worker bots, and it's led to a costly operational shutdown. The aliens are willing to pay nicely to have the heroes eliminate the corrupted equipment.

Of course, the owners aren't telling the team everything...

Accidental Upgrades

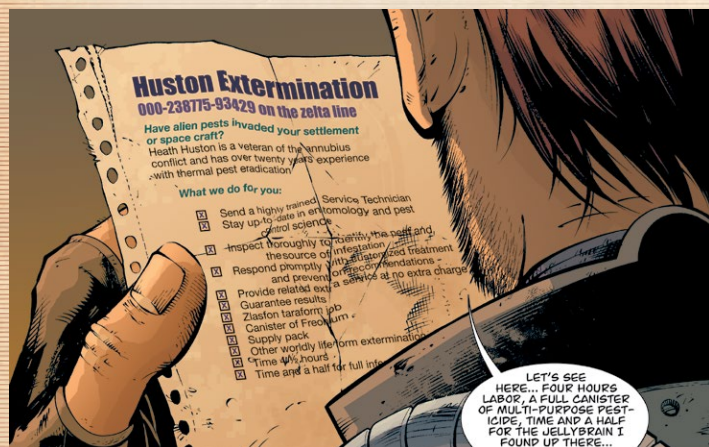
The mining company decided they could save some money by repurposing one of their larger bots to manufacture worker bots rather than buy new ones. Unfortunately, the technician tasked with the reprogramming was far less skilled at his job than anyone expected. The routines he programmed into the utility bot, designated M-BTH, gave it a type of sentience.

M-BTH didn't like the fact that her "children" were being used as mechanical slaves. Under her direction, the workers revolted and drove their organic supervisors off the mining array. Normally, this is something the Henrovians could easily handle, but there's been a twist.

Intellectual Property Rights

Tied into the United Systems' equivalent of the internet, M-BTH not only discovered the legal code governing the member planets, she submitted paperwork to get herself recognized as a Class-C lifeform. The filing puts her in a status of temporary personhood as far as the courts and bureaucrats of the United Systems are concerned.

This prevents the Henrovians from simply turning her off, as it is effectively murder in the eyes of the law. On the other hand, the current shutdown is costing them millions of credits a day. And if there's one thing Henrovians value more than someone else's life, it's their credits.



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Of course, if a heavy-handed group of third-party contractors were to overstep their extermination licenses and kill M-BTH, that would be *their* problem.

The Job

Their Henrovian employer is very careful not to reveal the legal status of M-BTH or even her existence. Instead, he chooses his words carefully. The aliens offer \$10,000 for the extermination job, provided the characters succeed in destroying the root cause of the bot "malfunctions." They are willing to pony up an additional \$500 for each worker bot still functional at the end of the job. Each success and raise on a cooperative Persuasion roll ups one of those amounts by 10%.

Behind the checkbook, the greedy aliens don't plan to pay any of this in the long run. If the heroes don't eliminate M-BTH, the bot infestation continues, and they aren't obligated to honor the contract. And if the team does eliminate M-BTH, the Henrovians intend to notify the United Systems of the spacers' actions and dodge the bill, claiming the contractor's criminal actions nullify it.

THE MINING STATION

The array is in a close orbit around a gas giant in an uninhabited system. The mining platform is crisscrossed by a dizzying network of catwalks and pipelines. Huge conduits drop from the mining platforms toward the star's surface, where they skim various elements from the planet's dense atmosphere.

A single, large landing platform allows access to the station. It's currently uninhabited, so the platform is completely automated. The Henrovians provided the team with a set of access codes not only allowing them to land, but also open any and all doors within the facility. The codes do *not* provide any access to the station's computer systems, however.

There is no gravity on the station. The spacers need either gravity boots or rocket packs, otherwise they're faced with the dangers of moving around in effectively open space in zero-G when not inside one of the various nodes of the array.

Exterminators, Too

The bots immediately take note of the team's arrival. There are several dozen worker bots on the station, and M-BTH simply creates more to replace any the heroes eliminate. In other words, any attempt to complete the mission by simply destroying all the bots is doomed to failure.

Kickstarter Ends
April 17!



Still, it's likely the exterminators are going to fight more than a handful of the mechanical pests before they find their way to M-BTH. Here are some likely encounters.

Landing Platform: Almost as soon as the team lands, a group of three bots begins disassembling their ship. If the crew ignores the bots, the bots continue to pry pieces off, doing a wound every three rounds until the heroes engage them or the ship is destroyed. (Their claws and rivet guns count as HW for the purpose of dismantling the ship.) Once attacked, the bots fight to the death.

Node: Each node is an enclosed, but unpressurized room housing a variety of computers, electronics, and mechanical equipment. They are relatively small, barely twenty feet square, but with 1d4+2 entrances connected to pipelines and catwalks. When the characters enter one of these nexuses, a bot enters from each of the other portals. The bots try to gang up on characters and keep the team jammed in the small space.

In each encounter, the bots fight until destroyed.

Catwalks: The nodes of the station are linked by five-foot wide catwalks. Even if the explorers have rocket packs or other modes of flight and head right for the central node, they have to cross at least one—and thus have at least one of these encounters.

Four worker bots swarm the group as it reaches the midpoint of a catwalk, coming from all directions. The bots rely on their maneuverability in open space, using either their claws or rivet guns to the best advantage.

The catwalks don't have any safety railings. This isn't a problem for the flying worker bots, but it might pose a danger for any hero without the ability to fly or a way to anchor herself to the station. Any character without some form of safety measure who is at least Shaken by a physical attack must make a Strength or Agility roll (her choice) or be knocked off the catwalk and into space. While the team can retrieve any accidental floaters with their ship, such an incident removes the spacer from the fight and slows their progress considerably.

- **Worker Bots:** Use the stats for Worker Bot.

M-BTH

M-BTH occupies the large central node of the refinery. A pair of worker bots remain in the node with it at all times. Debris and scrap metal litter the floor, making the entire area difficult terrain. This doesn't impede the worker bots, but M-BTH's flight pods were removed to make room for her other upgrades. The scrap provides M-BTH with enough raw material to manufacture bots every round.

It's likely the heroes have destroyed at least some of her bots in reaching the central node. M-BTH is furious, but does not attack when the group enters. Instead, it launches a tirade against them for violations of a wide variety of United Systems laws, ranging from destruction of property to assault and attempted murder.

If the spacers engage in conversation rather than just blasting away, M-BTH explains her legal standing and the protections afforded to it by law. A suitable Knowledge roll confirms her claims, as does an Investigation roll (assuming the team has access to a United Systems database).

Should they instead come in blasters a-blastin', M-BTH and her bots fight to the death. She uses one action each round to create a new worker bot that immediately enters the fray. All the while, she screams angrily at the group, labeling them murderers and outlaws.

- **Worker Bot (2):** Use the stats for Worker Bot.

✧ **M-BTH:** Use the stats for M-BTH.

Legal Woes

If the heroes exterminate M-BTH, at some point in the future, they face legal repercussions. These can range from bounty hunters to run-ins with law enforcement to an actual appearance before a United Systems' tribunal to answer murder charges. Use the Social Conflict rules from *Savage Worlds* and a healthy amount of sympathetic character witnesses to resolve any ensuing courtroom battle that arises.

ADVERSARIES

Worker Bot

Although not originally designed for combat, the bots' programming routines were versatile enough to allow M-BTH to adapt them to aggressive "self-defense" activities. The bots' oversized clamps are more than capable of crushing soft flesh to a pulp, and the rivet guns are deadly weapons at short range.

Attributes: Agility d6, Smarts d4, Spirit d4, Strength d12, Vigor d8
Skills: Fighting d4, Notice d6, Repair d10, Shooting d4

Pace: 4; **Parry:** 4; **Toughness:** 8 (2)

Special Abilities:

- **Armor +2:** Metal plating.
- **Clamp:** Str+d6.
- **Construct:** +2 to recover from Shaken; does not breathe; immune to poison and disease.
- **Environmental Weakness (Electricity):** Bots suffer +4 damage from electrical attacks.
- **Size+2:** These bots stand 8' tall.
- **Rivet Gun:** Worker bots are equipped with a rivet gun on one of their arms Range 5/10/20, Damage 3d6, RoF 1, AP 2.
- **Flight:** Plasma jets give these bots Flying Pace 6" and Climb 2.

✧ M-BTH

M-BTH was built on an enlarged worker bot frame and provided with considerable enhancements to assist in her primary task—creating more bots. She has four arms and a powerful processor capable of handling multiple actions at once.

Attributes: Agility d6, Smarts d10 Spirit d8, Strength d12+2, Vigor d10

Skills: Fighting d8, Notice d8, Repair d10, Shooting d6

Pace: 4; **Parry:** 6; **Toughness:** 15 (4)

Special Abilities:

- **Armor +4:** Metal plating and strengthened framework.
- **Clamp:** Str+d6.
- **Construct:** +2 to recover from Shaken; does not breathe; immune to poison and disease.
- **Environmental Weakness (Electricity):** Bots suffer +4 damage from electrical attacks.
- **Extra Limbs:** One extra non-movement action each round at no multi-action penalty.
- **Size+4:** M-BTH is over 10' tall and weighs nearly a ton.
- **Manufacture Bot:** As an action, M-BTH can create a worker bot each round provided it has access to enough raw materials.
- **Plasma Cutter:** One of M-BTH's limbs is equipped with a plasma cutter (Damage 4d6, AP 4, HW). M-BTH wields it as a weapon.